

**AMENDMENT TO THE CLAIMS**

1.(currently amended): An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that, the game provides a video display, for displaying a game image of a hybrid game comprising two different sub-games played simultaneously wherein;

a first of the sub-games provides a game image displayed on the video display, the game image comprising images of one or more rotatable reels of a spinning reel game; and

the second of the sub-games provides a game image displayed on the video display, the game image comprising a labyrinth of pins or pins and holes of a pin and ball game,

wherein, the player input controls allow the player to initiate the motion of the one or more rotatable reels of the first sub-game and one or more ball images of the second sub-game on the display, player rewards being awarded on the occurrence of an event where one or more of the reel and one or more of the ball images come to rest in predetermined prize winning locations, the spinning reel and pin and ball sub-games each potentially contributing to a single game outcome which depends on outcomes of each of the sub-games and player rewards awarded to the player as a result of the combined game outcome are awarded as a result of events of the first and second sub-games and/or combinations of these events, and at least one of the game outcomes that results in a preselected player reward being awarded when the reel game outcome and the pin and ball game outcome combine to define a preselected winning event

~~award comprises a combination of a first event in the first sub-game and a second event in the second sub-game.~~

2.(original): The gaming console as claimed in claim 1, wherein prize winning outcomes are determined by an outcome of the spinning reel game and may be modified by a ball arriving at a bonus position of the pin and ball game.

3.(currently amended): The gaming console as claimed in claim ~~[[1]]~~ 2, wherein the reels stop spinning before the ball or balls reach the bonus position.

4.(original): The gaming console as claimed in claim 2, wherein the balls or balls are projected from a location remote from the labyrinth and the reels stop spinning before the ball or balls enter the labyrinth.

5.(currently amended): The gaming console as claimed in claim ~~1~~ ~~[[2]]~~, wherein the spinning reel game comprises a plurality of reels each carrying a plurality of symbols located sequentially around its circumference, such that when the reels spin and stops, a result is defined by ~~[[a]]~~ an outcome line of symbols formed by one symbol from each reel which is in a predetermined stopping position of the respective reel, prize winning combinations of symbols being predefined and a prize being awarded if one of the prize winning combinations occurs on the outcome line.

6.(original): The gaming console as claimed in claim 5 wherein at least one substitution

location is defined in the pin and ball game such that if a ball comes to rest at the substitution location a symbol is substituted for a symbol in the outcome line of the spinning reel game to assist in forming a prize winning combination.

7.(original): The gaming console as claimed in claim 6, wherein the symbol substituted on the outcome line will cause a prize to be awarded if two symbols of a kind are displayed on the outcome line of the spinning reel game and the substituted symbol is of the same kind.

8.(original): The gaming console as claimed in claim 7, wherein the substituted symbol is determined to be the same as any two symbols of a kind that occur on the outcome line of the spinning reel game.

9.(original): The gaming console as claimed in claim 7, wherein the substituted symbol is a predetermined symbol and the substituted symbol will only modify the outcome of the spinning reel game if the two symbols of a kind match the predetermined symbol.

10.(original): The gaming console as claimed in claim 7, wherein prizes are awarded in redeemable credits.

11.(original): The gaming console as claimed in claim 7, wherein prizes are awarded in free games.

12.(original): The gaming console as claimed in claim 1, wherein the prizes provided in the game have values which are a function of the number of credits bet.

13.(original): The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined location the outcome of the spinning reel game is modified by modifying the prize associated with the outcome combination.

14.(original): The gaming console as claimed in claim 13, wherein the prize is modified by multiplying it by a predetermined multiplier.

15.(previously presented): The gaming console as claimed in claim 1, wherein an outcome of a main game awards the player with a bonus game characterised in that the bonus game displays a game image of the bonus game on the video display, the game image comprising, one or more targets in a game field and the player input controls allow the player to initiate the motion of one or more ball images on the display, player rewards being awarded when the ball images come to rest in or pass through predetermined prize winning target positions.

16.(original): The gaming console as claimed in claim 15, wherein, holes are positioned behind each of the targets to allow a ball to pass through a target, such that the target remains empty to receive further balls during a game.

17.(original): The gaming console as claimed in claim 15, wherein, additional pins and/or holes are scattered around the field in addition to those associated with targets.

18.(original): The gaming console as claimed in claim 1, wherein the pin and ball game has a number of prize zones each offering at least one bonus feature or prize.

19.(original): The gaming console as claimed in claim 18, wherein the number and position of the prize zones is variable from game to game.

20.(original): The gaming console as claimed in claim 19, wherein the number and position of the prize zones are selectable by a player.

21.(original): The gaming console as claimed in claim 20, wherein the number and position of the prize zones are selected as a result of the size of a bet wagered by the player on the particular game.

22.(original): The gaming console as claimed in claim 21, wherein the prize zones comprise targets such that if a ball comes to rest in or on the target, a reward is awarded.

23.(original): The gaming console as claimed in claim 22, wherein, the targets are surfaces of objects.

24.(original): The gaming console as claimed in claim 22, wherein the targets are containers.

25.(original): The gaming console as claimed in claim 24, wherein, each target is formed as a pair of virtual pins appearing to extend out of the game image and having a container suspended between them.

26.(original): The gaming console as claimed in claim 15, wherein targets move during the game

27.(original): The gaming console as claimed in claim 26, wherein the target is railway skip car running around a track and periodically appearing out of a tunnel.

28.(original): The gaming console as claimed in claim 27, wherein prize values associated with targets change during a game.

29.(original): The gaming console as claimed in claim 24, wherein prize values associated with targets change from game to game.

30.(previously presented): The gaming console as claimed in claim 24, wherein, the number of containers provided is related to the number of credits bet.

31.(previously presented): The gaming console as claimed in claim 30, wherein the prize winning locations comprise containers and one or more container are associated with a bonus feature whereby the feature is awarded if a ball lands in a container.

32.(currently amended): The gaming console as claimed in ~~any one of claims~~ claim 30, wherein the feature is awarded if container or containers are filled in a pre-determined way.

33.(previously presented): The gaming console as claimed in claim 32, wherein the bonus feature is awarded if a predetermined number of balls are caught in a predetermined set of one or more containers.

34.(previously presented): The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position the outcome of the spinning reel game is modified by awarding a further prize in addition to the prize associated with the outcome combination.

35.(previously presented): The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position, the outcome of the spinning reel game is modified by awarding a bonus game, and if the bonus game achieves a prize winning result, a bonus prize is awarded which is determined by the result of the bonus game in addition to the prize associated with the outcome combination.

36.(currently amended): The gaming console as claimed in claim 1, wherein a further type of game is incorporated into the ~~base~~ hybrid game.

37.(currently amended): The gaming console as claimed in claim 36, wherein the further game is provided as a feature game associated with the base hybrid game.

38.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a second screen animation.

39.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a chocolate wheel game.

40.(currently amended): The gaming console as claimed in claim 37, wherein the feature game is awarded from the base hybrid game in response to a predetermined trigger.

41.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a chocolate wheel which replaces a prize container such that where as a ball drops through the chocolate wheel, it will spin and pay the prize that is spun up.

42.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a spinning reel game.

43.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a keno game.



44.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a bingo game.

45.(previously presented): The gaming console as claimed in claim 37, wherein the feature game is a card game.

46.(currently amended): The gaming console as claimed in claim 37, wherein the feature game triggers another ~~base~~ hybrid game feature.

47.(currently amended): The gaming console as claimed in claim 37, wherein the feature game is played in conjunction with the ~~base~~ hybrid game.

48.(currently amended): The gaming console as claimed in claim 37, wherein the feature game is a spinning reel game and is played in conjunction with the ~~base~~ hybrid game such that reels spin and then balls drop in accordance with the outcome of the spinning reels, for every game played.

49. (previously presented): The gaming console as claimed in claim 37, wherein the feature game is an independent game and where a predetermined trigger condition or award causes the feature game to run, and if a winning condition is achieved in the feature game, the feature game reveals a bonus condition.

50. (previously presented): The gaming console as claimed in claim 49, wherein the bonus condition is an award of a prize.

51. (previously presented): The gaming console as claimed in claim 49, wherein the bonus condition is a win multiplier which multiplies a prize already won.

52. (previously presented): The gaming console as claimed in claim 49, wherein the bonus condition is a number of free games.

53. (previously presented): The gaming console as claimed in claim 49, wherein the bonus condition is the awarding of one or more extra balls to drop in the base game.

54. (previously presented): The gaming console as claimed in claim 42, wherein the bonus condition causes a change in the game structure for future games.

55. (previously presented): The gaming console as claimed in claim 49, wherein the trigger condition to run the feature game is achieved by the collection of one or more balls in a predetermined container.

56. (previously presented): The gaming console as claimed in claim 1, wherein a chocolate wheel is activated by a ball or other means to provide a multiplier, bonus or trigger determined by the stopping position of the wheel.

57. (previously presented): The gaming console as claimed in claim 56, wherein the chocolate wheel is divided into a plurality of wheel segments with one symbol or prize indicia indicated or displayed in each segment.

58. (previously presented): The gaming console as claimed in claim 57, wherein new prize indicia or symbols are selected and displayed on the respective wheel segments at the commencement of each main game.

59. (previously presented): The gaming console as claimed in claim 57, wherein a central portion of the chocolate wheel which carries the symbols or prize indicia remains stationary and indicators, around the periphery of the wheel indicate rotation and a final stopping position.

60. (previously presented): The gaming console as claimed in claim 59, wherein a series of virtual lights are provided around the wheel image such that rotation is indicated by lighting the lights in sequence such that the illuminated lights change in a rotating pattern, and after rotation of the pattern stops, a light is left illuminated adjacent to one wheel segment to indicate the prize indicia or symbol carried on that segment as the selected symbol or prize.

61. (previously presented): The gaming console as claimed in claim 5, wherein the game is played with a single ball.